

PYGAME 2D单机小游戏

Submission DDL: Dec 1

5-6weeks

The functionality must include multimedia elements: img, video, audio, narrative, etc...

玩法

流程:

怪物/障碍	隐喻的概念	战斗/解谜关联
【初见 Boss: 完美主义者】	“自我审查” / “不敢动手”。	初见结局: 玩家没有道具, 试图攻击, 但攻击无效 (因为你无法用空手击败“完美”), 被一击必杀。
【中期 Boss: 惰性幽灵】	“拖延症” / “灵感枯竭”。	战斗: 怪物动作缓慢但范围巨大, 玩家必须不断移动和寻找间隙才能攻击 (隐喻: 战胜拖延需要持续的行动)。
【最终 Boss: 无意义感】	“虚无主义” / “一切努力皆徒劳”。	战斗解谜: 攻击本体无效, 必须攻击场地中不断出现的“问号”/“空白文本”, 当它们全部被清除后, Boss 才会被削弱 (隐喻: 打破无意义感, 需要不断提出并回答自己的问题)。

类型: 2D像素风 解谜+闯关(打boss)

视角: 横板 2d平台跳跃

基础背景/世界观: 游戏世界象征着主人公“忙碌而混乱的脑海”。玩家扮演的玩偶小人, 就是“被忽视的自我意识”。

操作: wasd 鼠标 空格

关卡数: 1/3?

关卡内容:

第一次死亡 (“序章”或“零结局”)

- 场景: 玩家赤手空拳打开了门, 遭遇**【完美主义者】**。
- 结局 1 (必然失败): 玩家被一击必杀。
- 反馈/升华: 屏幕上浮现一行字: “你无法用空手打败完美。” / “只有真正的工具才能凿开虚妄。”
→ 这句话将玩家的行为 (无脑开门) 与哲学概念 (缺乏准备和工具) 联系起来, 激励二周目。

二周目 (“行动与工具”)

- 解谜: 翻找/拾取道具。
 - 道具建议: 你的“战斗道具”不应该是一把剑, 而是一些“创作工具”的具象化。
 - 例 1: 【批判之笔】(The Pen of Critique): 象征审视和分析的能力, 用于远程攻击。
 - 例 2: 【概念之盾】(The Shield of Concept): 象征清晰的概念和方向, 用于格挡。
- 战斗: 玩家带着【批判之笔】再次面对【完美主义者】。现在攻击有效了。
- 推进: 击败障碍后, 门不再是“锁住”的状态, 而是“被清理干净”的状态, 通往下一个**【惰性幽灵】**的房间。

存档: 无

结局目标: 主角重新掌握了脑海

(每个stage的目标?)

(如果要升华的话？是不是需要整个高大上的内核

战斗系统

基础规则:即时动作

触发方式:主角进入战斗区域→敌人

主角+敌人:

各种数值?:

攻击方式:

美术

画风类型:像素风

色调:

视角:

动作的帧动画?

攻击效果:

窗口尺寸&场景尺寸:

场景的重点元素:

基础UI:

找资产or自己画

音乐

触发音效:

战斗音效:

整体的bgm?:

分工:

Gio的要求:

Responding to the User

This assignment invites you to design an interactive experience **using Python**. Building on your previous explorations of data and visualization, this time your project should **respond to the user** — through input, interaction, or participation.

Your piece can be artistic, playful, functional, or experimental. You might design a small game, an interactive artwork, a generative system influenced by live input, or even a text-based tool that reacts to the user's choices. The key is to create a system that handles user input and responds in a meaningful or creative way.

Objectives

- Implement Python structures for handling user input (text, mouse, keyboard, sensors, etc.)
- Apply logic, state management, and interactivity principles to drive a dynamic output
- Design an engaging user experience that integrates both aesthetic and conceptual thinking

- Demonstrate creative coding as a design or artistic practice

Requirements

- The project **must be written primarily in Python**
- It must include at least one form of **user input** (e.g., text commands, keyboard/mouse, sound input, live data, etc.)
- The system should provide some form of feedback or response to the input
- Your project may be:
 - **A small interactive game or simulation**
 - An interactive generative artwork responding to input
 - A text-based interactive experience (e.g., dialogue system, branching narrative, chatbot)
 - A tool or system that transforms user input into visual or sonic output

Inspiration

- A generative drawing tool that evolves based on mouse movements or clicks
- A sound-reactive visual composition
- A text-based poetry generator that responds to user prompts
- A micro-game exploring chance, control, and interaction
- An installation-style piece that changes in real time based on input data

Submission

- Submit a **public GitHub repository containing all your code and assets**
- Include clear instructions on how to run your project and how the interaction works in your README.md
- You may include screenshots, GIFs, or short demo videos in the README for clarity and presentation
- Submit your **GitHub link** on Blackboard as soon as you create the repository (you can update it until the deadline)